IN THE SPECIFICATION

Please replace the specification paragraph on page 2 lines 1-10, corresponding to paragraph [0009], with the following amended paragraph:

A method of manufacturing a liquid crystal display panel by a divisional exposure with a plurality of shots including first and second shots adjacent to each other is provided, which includes eomprising: preparing a stitch area which is an overlapping area of the first and the second shots at a boundary between the first shot and the second shot and includes a plurality of unit areas, each unit area being a light-exposed area or a light-blocked area in the first and the second shots; and determining the positions or the sizes of the light-exposed unit areas or the light-blocked unit areas based on random numbers provided by a random number generator, the number of the light-exposed unit areas or the light-blocked unit areas gradually decreasing or increasing along a direction from the first shot to the second shot, each of the positions of the number of the light-blocked areas or the light-exposed areas in the second shot being opposite to those in the first shot, the randomly positioned light-blocked areas and the light-exposed areas having a distribution that is uniform.

Please replace the specification paragraph on page 2 lines 11-17, corresponding to paragraph [0010], with the following amended paragraph:

The determination may include: determining a pitch of the unit areas; determining the stitch area including a plurality of unit areas arranged in an N x M matrix, wherein N/M or M/N is a natural number; determining a moving direction of the first and the second shots, the moving direction comprising one of a left-right direction and an up-down direction; determining the number of the light-exposed unit areas or the light-blocked unit areas in each row or in each column for the first and the second shots, the number of the light-blocked areas being determined in each column when the moving direction is the left-right direction, the

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number of the light-blocked areas being determined in each row when the moving direction is the up-down direction; and determining positions of the light-exposed unit areas or the light-blocked unit areas in each row or in each column for the first and the second shots using the random number generator.

Please delete the paragraph on page 2 line 18, corresponding to paragraph [0011] of the published application, since this subject matter is now recited in paragraph [0010].

Please replace the Abstract with the following amended Abstract:

A method of manufacturing a liquid crystal display panel by a divisional exposure with a plurality of shots including first and second shots adjacent to each other is provided, which includes: preparing a stitch area which is an overlapping area of the first and the second shots at a boundary between the first shot and the second shot and includes a plurality of unit areas, each unit area being a light-exposed area or a light-blocked area in the first and the second shots; and determining the positions or the sizes of the light-exposed unit areas or the light-blocked unit areas based on random numbers provided by a random number generator, the number of the light-exposed unit areas or the light-blocked unit areas gradually decreasing or increasing along a direction from the first shot to the second shot.